S1

WIDTH

total enemies killed → 0

HEIGHT

MTS

dx(-3)   dx(3)

x = (width/ 2)

S2

new enemies betwean [1,n], random x, (y=0), random degree

x=10,y=0   -45   x=20 y=0   -45   33

-145

-45

YOU LOSE

tank - left-boundary (tank-x < 0)

game-end

tank - right-boundary (tank-x > WIDTH)

S3

clean - overflow projectils   49

enemy distruction
clean @ next tick

Missle just fired

Origin of missle (top of TANK IMG)

S4

100

user-score = enemies killed
100 enemis @ WIN

last enemie destroyed

YOU WIN

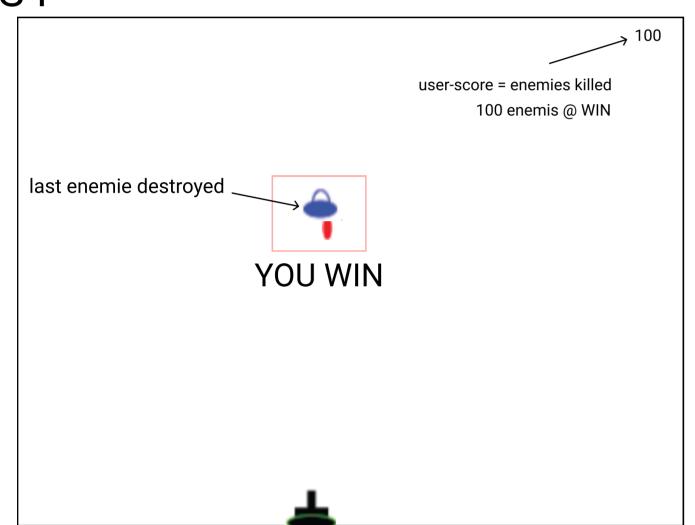## Constant:

WIDTH
HEIGTH
MTS
ENEMY-IMG
TANK-IMG
TANK-Y-POS
TANK-SPEED
ENEMY-SPEED
ENEMY-TOTAL
PJT-IMG
PJT-SPEED

Tank:
x-pos
dx

Changing:

Enemy
x-pos
y-pos
angle

Projectil
x-pos
y-pos

GST
- msg
- score

Big-Bang

on-tick
on-draw
on-key

NOTE:
- Remove all killed enemies from list
- Remove all projectile from list after PJT-y-pos > HEIGHT